



Monk 1
CLASS & LEVEL

Half-Elf
RACE/ANCESTRY/HERITAGE

Hermit
BACKGROUND

STR
+1
12

+2 PROFICIENCY
BONUS

ARMOR
CLASS
(AC) INITIATIVE
15 **+3** **30 ft.**

SPEED

DEX
+3
16

SAVING THROWS

+3 Strength Saves *
+5 Dexterity Saves *
+1 Constitution Saves
+0 Intelligence Saves
+2 Wisdom Saves
+0 Charisma Saves
* *Prof. bonus added*

CON
+1
13

INT
+0
10

WIS
+2
15

CHA
+0
10

Armor Worn: none (Unarmored Defense)

HIT POINTS HIT DICE
9 **1d8**

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Martial Arts. Melee Weapon Attack: +5 to hit, reach 5 ft. **Hit:** 1d4+3 bludgeoning damage. Can also make unarmed strike as bonus action.

Dart. Ranged Weapon Attack: +5 to hit. **Hit:** 1d4+3 piercing damage. (Normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Martial Arts During A Turn: Counting actions and bonus actions, make two unarmed attacks or one weapon attack plus one unarmed attack in turn. (Opportunity attack is a separate reaction, do once per round.)

Hermit Background [PHB p. 134]

- **Feature:** Discovery (great secret).
- **Traits:** Seeks spiritual enlightenment. In love with a fey being.
- **Ideal:** Truth unlocks cosmic power.
- **Bond:** Still seeking, just not alone.
- **Flaw:** Still seeks forbidden lore.

PROFICIENCIES & LANGUAGE

Armor: none

Weapons: simple weapons, shortsword

Tools: calligrapher's supplies, herbalism kit

Saving Throws: Strength, Dexterity

Skills: Acrobatics, History, Insight, Medicine, Religion, Stealth

Languages: Common, Elvish, Giant, Primordial

RACE

Half-Elf Traits [PHB p. 38]

- Creature Type: Humanoid
- Age: 68 years old
- Medium Size (5' 9", 170 lbs.)
- Darkvision (60 feet)
- Fey Ancestry (vs. charm, no sleep)

CLASS

Monk Class Features [PHB p. 76]

- Unarmored Defense (AC)
- Martial Arts (1d4, bonus attack)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: ten (10) darts, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a winter blanket. (This load is about 8.5 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 1 gold pieces (gp); 71 silver pieces (sp); 64 copper pieces (cp); 2 gems (worth 10 gp each)